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An acquaintance of mine accompanied one of the competitors in the Grand Chess Masters Tournament at Zurich, Switzerland, during the summer of 1953. As a result, he had and availed himself of the opportunity to chat through interpreters with all of the

- Soviet competitors at one time or another during the tournament. My acquaintance is an electronics engineer, and the purpose of his inquiries was to find out if the Soviet Chess Masters had any knowledge of electronic digital computers, and more specifically of their employment for the solution of chess problems. In the US, the game of chess has been programmed for computers, without any specific purpose for strategic theory but as a general exercise of interest to one or more US computer scientists. THE TOP OF SHIPE
- None of the Soviet chess players revealed any awareness, much less knowledge, of electronic digital computers -- including (fnu) Auerbach, a Soviet electrical engineer as well as chess player, and an enthusiastic Communist Party member. What significance (if any) can be attached to this unfamiliarity I do not know, but I am sure that most US Chess Masters have at least heard of computers and of their being programmed for chess (although they probably regard it as foolishness).
- 3. My acquaintance also felt that his room in Zurich was searched on several occasions, and that some of his conversations were recorded surrepticiously.
- 4. He believes that although the Soviet players could have "ganged up" on the single US representative, because of their overwhelming numerical majority (approximately onehalf the participants were Soviets), they did not but competed fair and square on an individual basis.

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